NEW GAMBLING DEVICE AND MODIFICATION SUBMISSIONS

Montana Department of Justice/Gambling Control Division

New gambling device and modification submissions will be accepted Monday through Friday, 8:00 a.m. to 11:00 a.m. and 1:00 p.m. to 4:00 p.m. by appointment only, excluding holidays. All submissions must be submitted to the following address:

Location:	**Gambling Control Division** **Technical Service Section** **2550 Prospect Avenue** **Helena, MT**	**Mailing Address:**	**Gambling Control Division** **Technical Service Section** **Box 201424** **Helena, MT 59620-1424**

All submissions must be accompanied by a manufacturer's letter requesting approval and the required initial deposit or existing account balance. Submissions will not be accepted without the required initial deposit or the equivalent amount in an existing account. The submission must be deemed complete by the division or it will not be accepted. Make checks payable to "Gambling Control Division." Approvals will not be granted until all testing fees are paid.

The following is a list of fees the Division assesses for testing:

CATEGORY CHARGES	INITIAL DEPOSIT OR EXISTING ACCOUNT BALANCE	HOURLY
New Devices	$3,000	$105
Modifications	$300	$105

A current "Manufacturer's Access List" must be filed with the Gambling Control Division prior to the manufacturer's first submission of a new device.

The Manufacturer's Access List provides names and positions of people who are authorized to discuss devices and/or modifications with the lab. The lab will communicate only with those people listed on the access list. It is the responsibility of the manufacturer to remit an updated Manufacturer's Access List when any changes occur.

Each modification submission must be accompanied by a "Modification Document." Each modification must be submitted separately; multiple modifications per single submission will not be accepted. A modification is not considered approved by the Division until the manufacturer receives, from the Division, the approved **(signed)** Modification Document and complies with any conditions contained within the document. Modifications for a new device will only be accepted at the time of initial submission of the new device. Modifications, post of initial submission of a new device, will not be accepted until the device has been approved.
An initial static test will be performed on each new device/or hardware modification submitted for approval (Static Test Instructions are attached). This test will be performed immediately at the time of submission of a new device. If a new device fails the initial test, no further testing will be performed until the device is upgraded and/or repaired. Repairs or upgrades will not take place in the Gambling Control Division Laboratory.

A random number generator (RNG) test will be performed for each RNG submitted for approval (RNG Test Instructions/Communications Protocol are attached). The test requires the gambling device to send/receive data via RS232 communication.

All documentation and hardware supporting any new gambling device must accompany the submission. Failure to supply adequate documentation or hardware could result in a delay of approval.

Substantial hardware modifications requiring field installation must be in a kit format, which includes the following: kit number, tools required, parts list with part numbers, step-by-step installation instructions and illustrations if necessary. In cases where the incorporation of the modification may affect the accounting, the installation instructions must include steps to file a “Video Gambling Machine Service Form.”

The Division must be immediately notified in writing of any software and/or hardware bugs/problems that have occurred in the field.

If you have any questions regarding submission requirements for new gambling devices and/or modifications, please contact Bob Burke.

Questionable game concepts can be submitted to the Division for preliminary approval based on a white paper document. Please submit game concepts to Ben Kamerzel.

Each manufacturer is encouraged to work with our lab during their design and development of a new device or game platform. This verbal and white paper dialog serves to alleviate re-design and speed the testing and approval process. Please contact Ben Kamerzel.

CONTACTS:

Ben Kamerzel, Lab Manager
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Bob Burke, Engineer
Phone (406) 444-9107
EMAIL bburke@mt.gov

STATIC TEST INSTRUCTIONS

EQUIPMENT USED:

1) High Frequency Generator (HFG), Electro Technic Product m/n BD10AS (operating frequency approximately 500 kHz)

2) Peak Voltage Calibrator (PVC), Electro Technic Product m/n 1240

3) Spring Electrode Tip, Electro Technic Product m/n 1211

4) Properly grounded wall outlet

TEST PROCEDURE:

I. Calibrate the HFG for a maximum voltage output of 40,000 volts by performing the following steps:

- A) turn off power to the HFG
- B) remove the spring electrode tip from the HFG
- C) insert the fixed electrode shaft of the PVC into the electrode socket of the HFG
- D) attach the PVC alligator clip lead to earth ground
- E) turn the HFG voltage knob counter clockwise until seated
- F) adjust the PVC to 40,000 volts
- G) apply power to the HFG and slowly turn the voltage knob on the HFG clockwise until a static arc jumps the gap between the electrodes inside the PVC
- H) unplug the HFG, remove the PVC and install the spring electrode tip

II. Power up the unit under test (UUT) using a properly grounded wall outlet and insure proper operation.

III. Plug the HFG into a properly grounded wall outlet.

IV. Apply the output of the HFG to the entire exterior of the UUT. Approximately every square inch of the device should be covered, top and all sides. The HFG should be in motion at all times. This test should take approximately 3 minutes for a standard upright gambling device. If any machine failure is detected when a certain area is induced with static, that area should be induced again. The HFG should be held the maximum distance from the UUT while still producing a static arc.

V. When the game data before the test is 100% identical to the game date after the test, the UUT is determined to have passed the test.

RNG AUTO-TEST COMMUNICATIONS

Submit the RNG test on a separate set of EPROM(s) and/or storage media from the normal game program.
The test program must have an option to send the minimum and maximum number of numbers that may be generated for each individual game type. (poker, keno and bingo).

COMMUNICATIONS PROTOCOL:

1) RS232 asynchronous communication
2) DB9 cable (minimum length 6 feet)
3) 9600 baud
4) No parity
5) 8 data bits
6) 1 stop bit

PROCEDURE:

1) Look for ASCII letter "R" (ready) via RS232 connection
2) When "R" is read:
   - A) **Poker**
     - i) Using the Random Number Generator, generate the game numbers.
     - ii) Send ASCII representations of the 10 cards to the P.C. via RS232 connection, using the "defined data format".
   - B) **Keno**
     - i) Using the Random Number Generator, generate the game numbers.
     - ii) Send ASCII representations of the 20 numbers to the P.C. via RS232 connection using the "defined data format".
   - C) **Bingo**
     - i) Using the Random Number Generator, generate the game numbers. There will be 2 separate tests; the first for the 75 game numbers and second for the 15 numbers for each column on the Bingo card.
     - ii) For the first test, send ASCII representations of the 75 numbers to the P.C. via RS232 connection, using the "data defined format".
     - iii) For the second test, send ASCII representations of the numbers for each column to the P.C. via RS232 connection, using the "data defined format"
3) Defined Data Format:
   - A) **Poker**
     - i) Each value must be 2 digits in length.
     - ii) All values must be consecutive and between "00 and 51" or "01 and 52" for poker w/o a joker, "00 and 52" or "01 and 53" for poker utilizing 1 joker, and "00 and 53" or "01 and 54" for poker utilizing 2 jokers.
     - iii) Send 1 ASCII "space" between each 2-digit value; **do not send anything after the last two digit value (this includes spaces, line feeds and carriage returns).**
     - iv) A total of 29 ASCII characters should be sent to the P.C. for each game of poker played.
   - B) **Keno**
     - i) Each value must be 2 digits in length.
     - ii) All values must be consecutive and between "00 and 79" or "01 and 80".
     - iii) Send 1 ASCII "space" between each 2-digit value; **do not send anything after the last two digit value (this includes spaces, line feeds and carriage returns).**
     - iv) A total of 59 ASCII characters should be sent to the P.C. for each game of keno played.

RNG AUTO-TEST COMMUNICATIONS

C) **Bingo**

i) Game Numbers

a) Each value must be 2 digits in length.

b) All values must be consecutive and between "00 and 74" or "01 and 75".

c) Send 1 ASCII "space" between each 2 digit value; **do not send anything after the last two digit value (this includes spaces, line feeds and carriage returns).**

d) A total of 224 ASCII characters should be sent to the P.C. for each game of bingo played.

ii) Bingo Card Numbers

a) Each value must be 2 digits in length.

b) All numbers must be connective and between
"01 and 14" or "01 and 15" for the B column
"15 and 29" or "16 and 30" for the I column
"30 and 44" or "31 and 45" for the N column
"45 and 59" or "46 and 69" for the G column
"60 and 74" or "61 and 75" for the O column
5 numbers are generated for each column with the exception of the "N" column which will be 4 numbers.

c) Send 1 ASCII "space" between each 2 digit value ; **do not send an ASCII "space" following the last 2 digit value in the "O" column (this includes spaces, line feeds and carriage returns).**

d) A total of 71 ASCII characters should be sent to the P.C. for each complete Bingo Card for which the numbers are generated.

4) Revert to the "game over" state and wait for the next "R"

COMMUNICATIONS VERIFICATION OF OPERATION:

1) Send the letter "R" to your game via the COM1 port on an I.B.M. compatible P.C. and verify the following:
   - A) Your game can play one complete auto play
   - B) Your game outputs the correct number of characters
   - C) All output characters are valid

2) Test Program (page 3)
   - A) Type the test program into BASIC
   - B) Run the program
   - C) You should see the play number and your random numbers
   - D) The program will run 1000 plays; do all 1000 to assure that their are no bugs. (Approximately 250,000 games will be ran for the actual test)

RNG AUTO-TEST COMMUNICATIONS


```
10          REM
20          REM  ************************************************************************************************
30          REM  THIS PROGRAM IS THE AUTO TEST PROGRAM FOR MONTANA THAT WILL
40          REM  COLLECT DATA FROM THE GAMBLING DEVICE VIA RS-232 COMMUNICATIONS.
50          REM  ************************************************************************************************
60          REM
70          REM  Line 110 opens COM:1 port, and establishes 9600 baud, no
80          REM  parity, 8 data bits, 1 stop bit and full handshaking.
90          REM  ("LEN = 59" for keno)
100         REM
110     OPEN "COM1: 9600,N,8,1,CS,DS,CD" FOR RANDOM AS #1 LEN = 29
120         REM
130         REM  Lines 160 & 170 open/define a data file to store rndm numbers
140         REM  ("59 AS A$" for keno)
150         REM
160     OPEN "POK.DAT" FOR OUTPUT AS #2
170     FIELD #1, 29 AS A$
180     CLS
190         REM
200         REM  Lines 220 & 230 define the number of games to be played.
210         REM
220     LET PLAYS = 1000
230     FOR X = 1 TO PLAYS
240         REM
250         REM  Lines 280 thru 310 represent a timing delay loop that may
260         REM  or may not be needed with your communications.
270         REM
280     FOR Y = 1 TO 1000
290     A=A+1
300     NEXT Y
310     A=0
320         REM
330         REM  Line 360 sends the letter "R" to the gambling device.
340         REM  The machine should see this and start play.
350         REM
360     PRINT  #1, "R";
370         REM
380         REM  Line 410 will "GET" the data coming from the machine.
390         REM  Refer to the specifications for the exact required format.
400         REM
410     GET #1
420         REM
430         REM  Line 450 will print the random numbers on the screen.
440         REM
450     PRINT X, A$
460         REM
470         REM  Line 490 will output the random numbers to a file (test.dat).
480         REM
490     PRINT #2, X, A$
500         REM
510     NEXT X
520         REM
530         REM  Line 550 closes the data file.
540         REM
550     CLOSE # 2
560         REM
570         REM  Line 590 closes COM1:port.
580         REM
590     CLOSE # 1
600         REM
610     END
```

DOCUMENTATION TO BE SUBMITTED

All Documentation Must Be Complete and Legible

		YES	NO	N/A
1)	Schematics for all circuit boards, and hardware block diagrams.			
2)	Operator, printer, touch screen, electronic coin acceptor, bill acceptor manuals			
3)	Users manual(s) for special purpose integrated circuit(s)			
4)	3 each 5x7 color photos of the complete device, front view			
5)	3 each 5x7 color photos showing the fixed location of the printed circuit board containing the game EPROM(S) and/or memory storage media.			
6)	3 each 5x7 color photos of the printed circuit board containing the game EPROM(s) and/or memory storage media. (component side)			
7)	Statement agreeing to pay all costs for shipment			
8)	Statement confirming the current status of the applicant as a licensed manufacturer and/or distributor in other states			
9)	Twelve rolls of printer paper			
10)*	Schedule of payouts, percentages and odds determinations for each game. The return % must breakout the main and bonus portion of the game (if applicable).			
11)	Microprocessor manual (hardware/software) for each microprocessor used			
12)	Explanation of auto cash ticket algorithm			
13)	Non-volatile RAM data sheet(s)			
14)	Non-volatile RAM battery data sheet(s)			
15)	$3,000.00 submission fee			
16)	Commented source listing, hex dump and memory map (alpha and address order) for all compiled programs (BIOS, video, sound, etc.) on CD ROM. Include instructions for hard copies and documentation for identifying each file type.			
17)	Supply the software compiler, manuals and detailed instructions used to generate the memory maps and hex dumps for all programs used in the device			
18)	Two complete sets of all EPROM(s) and/or memory storage media.			
19)	Written description of the Random Number Generator Algorithm			
20)	C.P.U. board pinout			
21)	Truth tables for pals			
22)	Manufactures Access List			
23)	Statement of how any dip switches and jumpers (logic boards, bill acceptor, printer etc.) will be configured.			
24)	Break point address where random numbers, are produced but not displayed, can be changed. The program must continue from this address without error.			
25)	Addresses of the random numbers used for game play and the bingo cards (if applicable).			
26)	Identify the random number values in hex as related to game play (Include special cards such as Jokers).			
27)	Memory address of $$TL, $$PL, $$WN and $$PD meters, along with format to identify the meter value.			
28)*	Each device submitted for testing must incorporate thumb turn locks in place of keyed locks.			
29)	Field installation kits must include: Kit number, tools required, parts list with part numbers and step by step instructions including illustrations if necessary. In cases where installation may affect the accounting, include steps to file a VGM Machine Service Form; include steps to record before and after hard and soft meters.			
30)	Instructions / Manuals for emulator hardware and software use.			

NOTE: WHEN SUBMITTING A NEW DEVICE FOR TESTING, PLEASE SUPPLY THE REQUIRED INFORMATION ON A CD IF POSSIBLE, OTHERWISE SUPPLY THE INFORMATION IN A 3 RING BINDER WITH LABELED SECTIONS.

ELECTRONIC LIVE KENO/BINGO SOFTWARE COMPLIANCE

		YES	NO	N/A
1)	Field of 20 numbers is generated by the use of the random number generator			
2)	Field is frozen after it is generated and before the game starts			
3)	Numbers are drawn in the order from the top of the previously frozen field			
4)	Draws at least 20 numbers			
5)	Displays all the numbers drawn			
6)	Operates in conformance with the standard rules of Bingo/Keno as applicable			

ELECTRONIC LIVE KENO/BINGO GENERAL COMPLIANCE

		YES	NO	N/A
1)	Has at least 1 locked area containing the electronics and software for the equipment			
2)	Allows easy access to game EPROM(s)			
3)	Has an identification tag permanently affixed to a main part of the equipment			
4)	Identification device provides information for (hand written engraving is not acceptable) a) Manufacturer b) Model Number c) Serial Number d) Date Machine was manufactured (Each machine model must have a unique manufacturer serial number regardless of machine model) (Must differentiate between alpha O and numeric 0)			
5)	All incoming A.C. is wired through a surge protector			
6)	Non-volatile RAM maintains current game data for a period of 24 hours			

VIDEO DRAW POKER SOFTWARE COMPLIANCE

		YES	NO	N/A
1)	Identify all wild cards			
2)	Card images resemble standard playing cards			
3)	Deals the first five cards from the top of the frozen field generated by the random number generator.			
4)	Replaces discarded cards starting with the sixth card and drawing any additional cards in the order of the frozen field generated by the random number generator.			
5)	Offers only game(s) of draw poker			
6) *	Will not raise more than the $2.00 bet limit, including the initial bet.			
7)	Maximum bet of $2.00 per game (includes raise)			
8)	Maximum payoff of $800.00 per game			

VIDEO KENO SOFTWARE COMPLIANCE

		YES	NO	N/A
1)	Displays a fixed playing card with numbers from 1 - 80			
2)	Numbers are drawn in order from the top of the previously frozen field generated from the random number generator.			
3)	Accepts bets on a minimum of 2 spots and a maximum of 10 spots per game			
4)	Draws at least 20 numbers			
5)	Displays all the numbers drawn			
6)	Offers only game(s) of keno			
7)	Conforms to a standard game of keno			
8)	Maximum bet of $2.00 per game			
9)	Maximum payoff of $800.00 per game			
10)	Displays the number of "Cards Played" or "Credits Bet"			
11)	Displays the number of "Spots Marked"			
12)	Displays the number of "Hits"			

VIDEO BINGO SOFTWARE COMPLIANCE

		YES	NO	N/A
1)	Numbers are drawn in order from the top of the previously frozen field generated from the random number generator.			
2)	24 numbered spaces and one free spot per card			
3)	Card numbers are generated utilizing the random number generator			
4)	No two cards are the same			
5)	Conforms to a standard game of bingo			
6)	Offers only game(s) of bingo			
7)	A "Bingo" is obtained in each game			
8)	Maximum bet of $2.00 per game			
9)	Maximum payoff of $800.00 per game			
10)	All ties are awarded to the player			
11)	Displays all winning cards including those played by the machine			
12)	Displays the number of "Cards Played" or "Credits Bet"			
13)	Displays all "Hits"			
14)	Displays the total number of "Balls Drawn" when a bingo is obtained			

RANDOM NUMBER GENERATOR COMPLIANCE

		YES	NO	N/A
1)	Field of playing cards or numbers is generated by the use of the random number generator.			
2)	Field is frozen after it is mixed and before the game starts.			
3)	RNG is unique and, is not patterned from off the shelf software or books.			
4)	RNG is initialized with a changing seed.			
5)	RNG cycles in the background during normal game play and idle states.			

GENERAL COMPLIANCE

		YES	NO	N/A
1)	80% minimum payback (paytables which contain progressives are calculated using the minimum value the progressive base amount(s) can be set to)			
2)	No optional or bonus features			
3)	Variable data, e.g. location, does not reside on game EPROM(s)			
4)	Mechanical meters cannot be taken apart without destroying the meters			
5)*	Mechanical meters are hardwired with no quick connectors or software recognizes disconnect and disables game play.			
6)	All mechanical meters are seven digits			
7)	All power switches (on/off) are internal and the power cord is hardwired			
8)	No external adhesive decals, stickers or notations			
9)	Game EPROM(s) and/or storage media are easily accessible from the front of the machine			
10)	Players are not subjected to any physical, electrical or mechanical hazards			
11)	All incoming A.C. is wired through a surge protector			
12)	One credit may not exceed twenty-five cents in value			
13)	Game play is initiated by depressing the start button once each game via either a mechanical button or an icon (Continuously holding down start does not comply)			
14)	When machine power is cycled quickly and continuously, mechanical meters and non-volatile RAM retain the same and correct data			
15)	There are no accessible points to either input or output game circuits			
16)	Must retain memory for current game during power down			
17)	All unused address locations are programmed with 0's			
18)	All wires and wire harnesses are secure (no adhesive anchors)			
19)	Game functions properly when multiple buttons are pressed simultaneously.			
20)	Has separate locked areas for the logic board and game software and cash.			
21)	Machines models must be mounted on a pedestal			
22)	Monitor bezel fits properly against monitor and does not have flex.			

GENERAL ACCOUNTING

		YES	NO	N/A
1) *	Electronic meters track cents; all audit, logic access, cash access and main door ticket information must be in order and labeled as follows: (name of licensed establishment) (name of city, town, or county) **SERIAL #** (machine serial number) **TIME** (hr:min) (24 hr format) "D" or "S" (depending on Standard or Daylight Time) **DATE** (month/day/year) **PROGRAM #** (program name and revision) **VIDEO #** (video program name and revision if applicable) **SOUND #** (sound program name and revision if applicable) **$$12** (total cents in mechanism(s)) (10 digits) (xxxxxxxx.xx) **$$BA** (total cents in bill acc.)(10 digits) (xxxxxxxx.xx) **$$TL** ($$12 + $$BA) (10 digits) (xxxxxxxx.xx) **$$PL** (total cents played) (10 digits) (xxxxxxxx.xx) **$$WN** (total cents won) (10 digits) (xxxxxxxx.xx) **$$PD** (total cents paid) (10 digits) (xxxxxxxx.xx) **GPLD** (total games played)(8 digits) **GWON** (total games won)(8 digits) (see game software and multi denomination/game specs for additional meters) Notes: 1. PROGRAM # must be identical to Paytable ID that is reported in SAS. 2. 10 digit meters must be capable of incrementing to a minimum of 32 bit unsigned data storage ie FFFFFFFF (hex) = 42,949,672.95 (decimal) 3. Meter roll example: if the current value on $$PL meter is 42,949,672.95 and .05 is played, $$PL should roll to 00,000,000.05.			
2)*	Any and all additional audit ticket data, information, meters, etc. that are not required, are positioned after the required information. If both the lifetime and period meters are printed on the ticket, columns should be labeled as "Lifetime" and "Period" accordingly.			
3)	All electronic meters, including progressive metering, can be easily displayed on the display screen in the same format as the audit tickets. (Meters must be easily accessed within the same menu selection).			
4)	Non-resettable mechanical meters (minimum 7 digits) must track dollars; be mounted left to right or top to bottom in a locked and readily accessible location; be labeled and in sequential order as follows: a) **DOLLARS IN** (total dollars in coin mechanism(s) and bill acceptor) b) **DOLLARS PLAYED** c) **DOLLARS WON** d) **DOLLARS PAID**			
5)	Leap year is accounted for properly (Years 2008, 2012 etc.)			
6)	Lifetime electronic memory is never automatically cleared			
7)	Has an encoded procedure to clear the lifetime electronic memory and automatically prints "Before Lifetime Memory Clear" and "After Lifetime Memory Clear" audit tickets when the lifetime memory is cleared. Establishment, city, time, date and SAS ID must be retained when lifetime meters are cleared. (Before and after tickets must be printed anytime lifetime meters are zeroed) The procedure must force any outstanding cashout before lifetime clear is initiated; utilize either a manual or automatic process.			

		YES	NO	N/A
8)	Game EPROM(s) and/or memory storage media identification references what is printed on all tickets			
9)	Electronic escrow meters that track cents for mechanical meter indexing are cleared when lifetime memory is cleared.			
10)	Has an external means to print an audit ticket (audit key switch). The audit ticket generated says “Audit Ticket”.			
11)*	Clock automatically adjusts for daylight savings time. Daylight savings time begins at 2am on the first Sunday of April and reverts to Standard time at 2am on the last Sunday of October. “D” or “S” must be printed after the time stamp to represent Daylight or Standard time. ***NOTE: Beginning in 2007, Daylight Saving Time will begin on the second Sunday in March and end on the first Sunday in November.***			

CASH TICKET

		YES	NO	N/A
1)	Cash ticket information is in order and labeled as follows: (name of licensed establishment) (name of city, town, or county) **SERIAL #** (machine serial number) **TIME** (hr:min) (24 hr format) D or S (depending on Standard or Daylight Time) **DATE** (month/day/year) **PROGRAM #** (program name and revision) **VIDEO #** (video program name and revision if applicable) **SOUND #** (sound program name and revision if applicable) (prize value in numbers) (prize value in words) (sequence ticket number) (resets only when lifetime meters are cleared)			
2)	Any and all additional cash ticket data, information, meters, etc. that are not required, are positioned after the required information			
3)	Cash ticket is printed immediately upon initiating a cash out (player does not have to wait till credits are mechanically accounted for)			
4)	Successive cash tickets cannot be printed by cycling power when printing a cash ticket			
5)	Prints cash ticket for lowest denomination available			

MULTI-DENOMINATION AND MULTI-GAME COMPLIANCE

		YES	NO	N/A
1)	Has an electronic "$$PL" (cents played) and "$$WN" (cents won) (10 digits) for each distinct paytable for games that employ more than one paytable; these must be distinctly identified as to what game they are for. These meters are required to be printed on the Audit Key Ticket. These meters must be enabled even if the game/paytable is disabled.			
2)	Only 1 set of GPLD and GWON meters are required; these must be located with the main accounting meters.			
3)	Meters must be printed on the audit tickets and displayed on the screen; even if games or denominations are disabled.			
4)	Player is immediately notified of any remaining credit when the lowest denomination of a game exceeds the remaining amount.			

5)*	Last game data including win data is retained until successive game is started and/or the player must be able to get to the help screen without losing the game history.			
6)	Game information in the help screen is disabled if the game is not available to the player.			

PRINTER

		YES	NO	N/A
1)	Prevents game play if printer loses power			
2)	Displays "printer error" when printer loses power			
3)	Printer is in a locked area			
4)	Produces printed original copy			
5)	Produces duplicate (audit) of original copy			
6)	Audit copy remains legible for a period of no less than 3 years			
7)	Prevents all game play if there is insufficient paper to print any ticket			
8)	Displays "paper out" error message when there is insufficient paper to print an ticket			
9)	When a "paper out" condition is detected while printing any ticket the machine completes the printing of that ticket			
10)	When a "paper out" error message is displayed, the machine recognizes access to the cash and logic areas by printing respective tickets after the paper has been replaced			
11)	Cash and audit tickets are visible to the player upon completion of printing (this applies to the complete roll of paper, due to curve)			
12)	Cycling the power does not clear paper low/out error message if the paper low/out condition still exists.			

DEVICE IDENTIFICATION

		YES	NO	N/A
1)	Non-removable			
2)	Affixed to a main part of the cabinet			
3)	Affixed to right hand side upper left hand corner			
4)	Identification device provides information for a) Manufacturer b) Model Number c) Serial Number d) Date machine was manufactured (Stamp – Do not Engrave) (All information must be permanently attached; no type of removable labels are allowed) (Each machine must have a unique manufacturer serial number regardless of machine model) (Must differentiate between alpha O and numeric 0)			

BILL ACCEPTOR

		YES	NO	N/A
1)	Bill acceptor is disabled when bill stacker becomes jammed or full			
2)	Bill acceptor utilizes a maximum 200 msec. duty cycle for each credit pulse			
3)	Each bill acceptor credit pulse represents 1 dollar (4 or 20 pulses per dollar are not permitted)			

4)	Bill acceptor configuration does not exceed $20.00 limit			
5)	Bill acceptor drop functions properly			

COIN ACCEPTOR

		YES	NO	N/A
1)	Coin mechanism(s) utilize lockouts(s)			
2)	Coin mechanisms(s) are not plastic			
3)	Lockout(s) prohibit the machine from accepting coins during periods when the machines is inoperable			
4)	Coin return functions properly			
5)	Coin drop functions properly			

CASH AREA

		YES	NO	N/A
1)	Cash areas are locked			
2)	Prints a "Cash Accessed" audit ticket when either the coin or bill cash area is accessed. The audit ticket generated says "Cash Accessed".			
3)	Access cannot be obtained to the cash area via hand			
4)	Recognizes access to cash area(s) while printing a cash ticket			
5)	Recognizes access to cash area(s) while printing an audit ticket			
6)	Recognizes access to cash area(s) while printing a logic ticket			
7)	Recognizes access to cash area(s) during a "Coin In Error"			
8)	Recognizes access to cash area(s) while crediting player for winning hand			

LOGIC BOARD AREA

		YES	NO	N/A
1)	Logic board is accessible by key only			
2)	Logic board(s) are not visible upon access to the locked logic area			
3)	Piggy back boards are firmly secured			
4)	Prints a "Logic Accessed" audit ticket when the locked logic board area is accessed. The audit ticket generated says "Logic Accessed".			
5)	All wires and wire harnesses are secure (no adhesive anchors)			
6)	Any jumpers are depicted on the pertinent schematic			
7)	Non-volatile RAM maintains all audit ticket data for thirty days			
8)	Recognizes access to logic area while printing a cash ticket			
9)	Recognizes access to logic area while printing an audit ticket			
10)	Recognizes access to logic area during a "Coin In Error"			
11)	Recognizes access to logic area while crediting player for winning hand			

PLAYER AWARENESS

		YES	NO	N/A
1)	Displays player credits as "Credits"			
2)	Displays player credits bet as "Bet" or "Credits Bet"			
3)	Displays credits won as "Credits Won"			
4)	Has color display			
5)	Denomination to insert into the machine is clearly displayed			
6)	Machine displays "Malfunction Voids All Plays and Pays"			
7)	Image(s) displayed do not simulate an illegal gambling device or enterprise			

8)	Button lights coordinate with functions that are enabled/disabled at a particular time			
9)	When max bet is reached game start is not automatically initiated			
10)	Auto rebet is deactivated when player credits reach zero or after attract mode has started			
11)	Automatic cash voucher ticket printing amount is evident to the player if applicable			
12)	Prominently displays “No one under 18 years of age allowed to play”. If displayed through the software it must appear at all times			
13)	All paytables can be displayed or calculated by the player without wagering money			

PROGRESSIVE SOFTWARE COMPLIANCE

		YES	NO	N/A
1)	Has an electronic "Jackpot" 5 digits (xxx.xx) and "Escrow" 7 digits (xxxxx.xx) meter, for each progressive jackpot. An escrow meter is required to track the amount above the maximum jackpot value. When the progressive is hit, the escrow amount is added to the base jackpot amount.			
2)	The jackpot and escrow meters must reside in memory independent of static NV RAM, such as an EEPROM, or in triple redundant memory which is not cleared when the static NV RAM memory is cleared.			
3)*	Minimum number of progressive jackpot logs required = 40,000 (average number of games per week) / odds for the most often hit progressive. (Minimum number of logs required is 2). Logs must include the time (hours and minutes), date, distinct jackpot name and jackpot amount and escrow meter from each distinct progressive jackpot. Logs must be printed on all audit key, tickets. The escrow recorded is the amount momentarily before the jackpot was hit.			
4)	Jackpot and escrow meters must be capable of being cleared and programmed. Anytime the jackpot and escrow meters are adjusted, "Before Jackpot Change" and "After Jackpot Change" tickets are automatically printed. Tickets must include the time, date, and current jackpot, escrow and base amount for each distinct progressive.			
5)	Jackpot and escrow meters must increment in the lowest possible denomination			
6)	The progressive base amount can't be set below the base paytable			
7)*	Print distinct jackpot amount(s) and escrow meter(s) on audit key tickets			
8)	Progressive information in the help screen is disabled if the particular progressive jackpot is not available to the player			

LINKED PROGRESSIVE SOFTWARE COMPLIANCE

		YES	NO	N/A
1)	Consists of a Master Slave relationship			
2)	Progressive jackpot(s), escrow(s), base(s) etc are stored on the Master			
3)	If the Master is disabled (loses communications) the Slave(s) become disabled			
4)	How does the Master identify each Slave			
5)	Link error will occur if 2 or more Masters are in the same link			
6)	Link error will occur if 2 or more Slaves have the same ID			
7)	If a logic board is changed on a Slave, it obtains progressive information properly from the Master after it is enabled			

8)	Slaves do not allow the adjustment for progressive jackpots, escrow, base, etc.			
9)	All progressive jackpot logs are tracked on the machine in which the jackpot was hit			
10)	Master machine has a unique code displayed on the screen at all times, identifying it's the master. (For field inspection purposes)			

SAS COMPLIANCE

		YES	NO	N/A
1)	Incorporates a female D-type 9 pin connector, the cable must be of sufficient length to easily reach the system interface board mounting regardless of the orientation of the interface board. **PIN SIGNAL DESCRIPTION** 1 DCD Data Carrier Detect (not used) 2 RX Received Data 3 TX Transmit Data 4 DTR Data Terminal Ready (optional) 5 GND Signal Ready 6 DSR Data Set Ready (not used) 7 RTS Request To Send (not used) 8 CTS Clear To Send (not used) 9 RI Ring Indicator (not used)			
2)	Must conform to Montana SAS Implementation Guidelines Version 1.2.1.			

BONUS GAME COMPLIANCE

		YES	NO	N/A
1)*	Bonus game(s) are triggered by a win on the base game			
2)*	The theoretical return of bonus game(s) is less than 50% of the combined overall return of the game			
3)*	Combined trigger game and associated bonus awards don't exceed $800			
4)*	GPLD and GWON electronic meters do not increment during bonus game(s)			
5)*	$$WN electronic and mechanical meters increment during the bonus game(s) if a win is achieved			
6)*	Bonus games are offered at no risk to the player			
7)*	Auto-cash out doesn't affect bonus games if triggered during a bonus game			
8)*	Bonus games and/or bonus credits remain when switching between games, denominations, cash outs, power cycles, etc.			

FREE OR ALTERED FORMS OF KENO, POKER OR BINGO

1)*	Free Games do not increment $$PL meter			
2)*	Altered Games increment the $$PL meter			
3)*	Free Games increment $$WN electronic and mechanical meters, and GPLD and GWON electronic meters.			
4)*	Autocash out does not affect bonus games if it is triggered during a Free or Altered Game of Poker, Keno or Bingo			
5)*	Free or altered games remain when switching between games, denominations, cash outs, power cycle, etc.			
6)*	Free or altered games do not affect awards in the trigger game			

* In the numbering column, indicates a new or modified item from the previous document